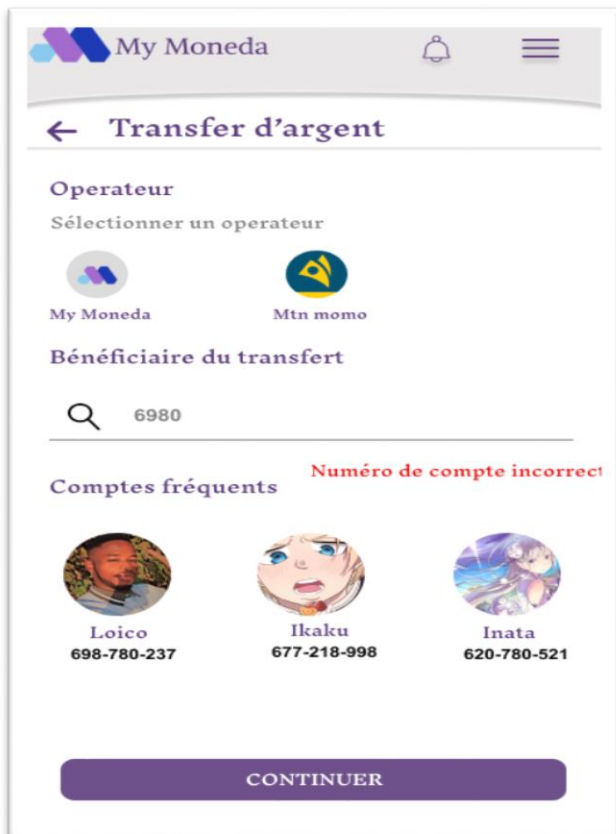




The page above is the page that is displayed when initiating a money withdrawal

IV-TESTS



My Moneda

← **Transfer d'argent**

Operateur
Sélectionner un operateur

My Moneda Mtn momo

Bénéficiaire du transfert

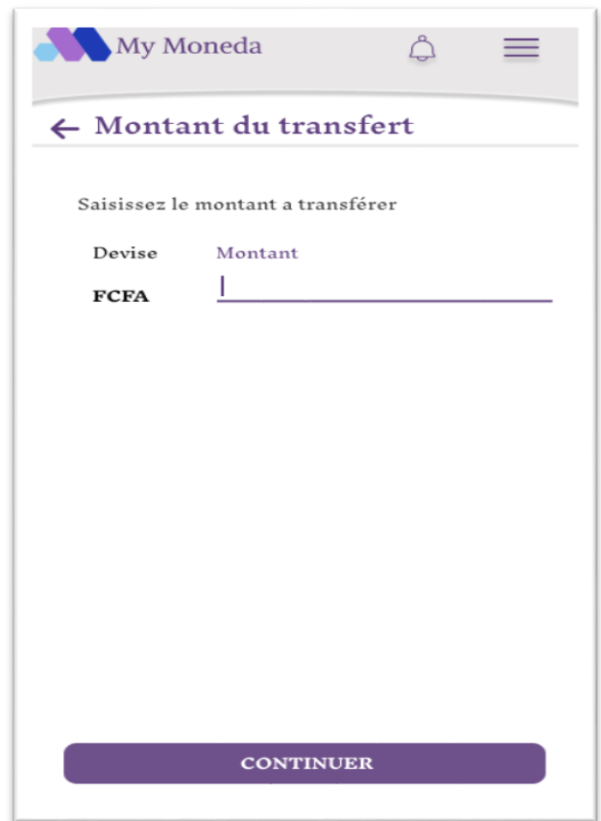
6980

Comptes fréquents **Numéro de compte incorrect!**

Loico 698-780-237 Ikaku 677-218-998 Inata 620-780-521

CONTINUER

This first page translates one of the stages of the money transfer, first of all the user enters the account number of the beneficiary



My Moneda

← **Montant du transfert**

Saisissez le montant a transférer

Devise Montant

FCFA

CONTINUER

Then the user enters the amount of money to transfer



My Moneda

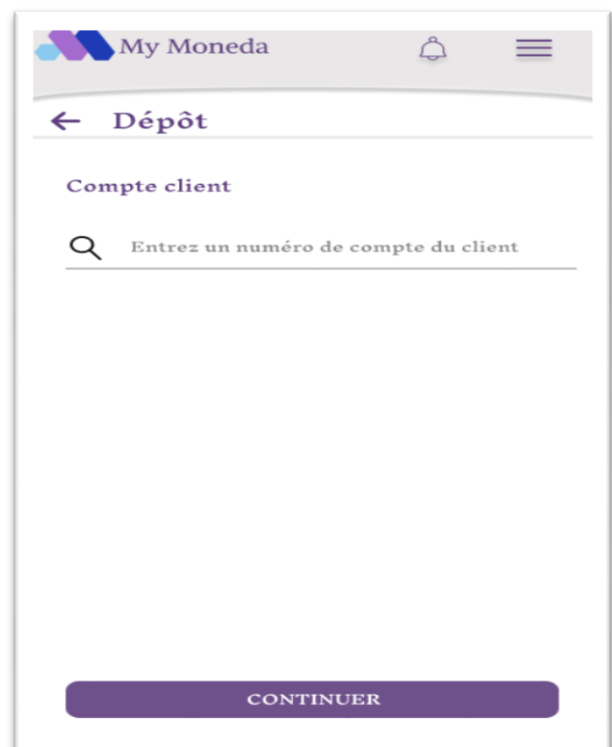
× **Confirmation**

Transfert d'argent réussi par
658258789 vers 698780214.

Informations détaillées:
Montant: 250000 FCFA, Frais: 1000 FCFA, Montant net débité: 251000 FCFA, Nouveau solde: 15000 FCFA

Merci pour votre fidélité.

Once the transfer is done the user receives a confirmation message



My Moneda

← **Dépôt**

Compte client

Entrez un numéro de compte du client

CONTINUER

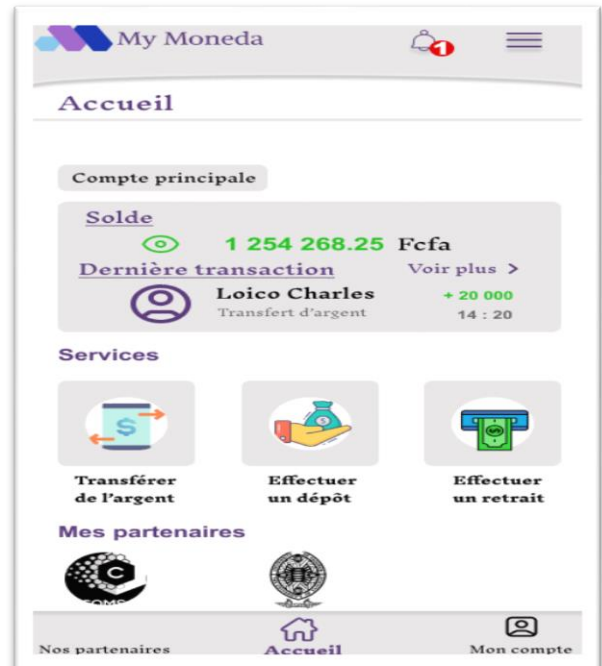
The page above is the page that is displayed when initializing a money deposit

2-graphics interfaces

Our graphical interfaces are as



The above page is the first page the user sees when opening the application for the first time



The above page is the homepage



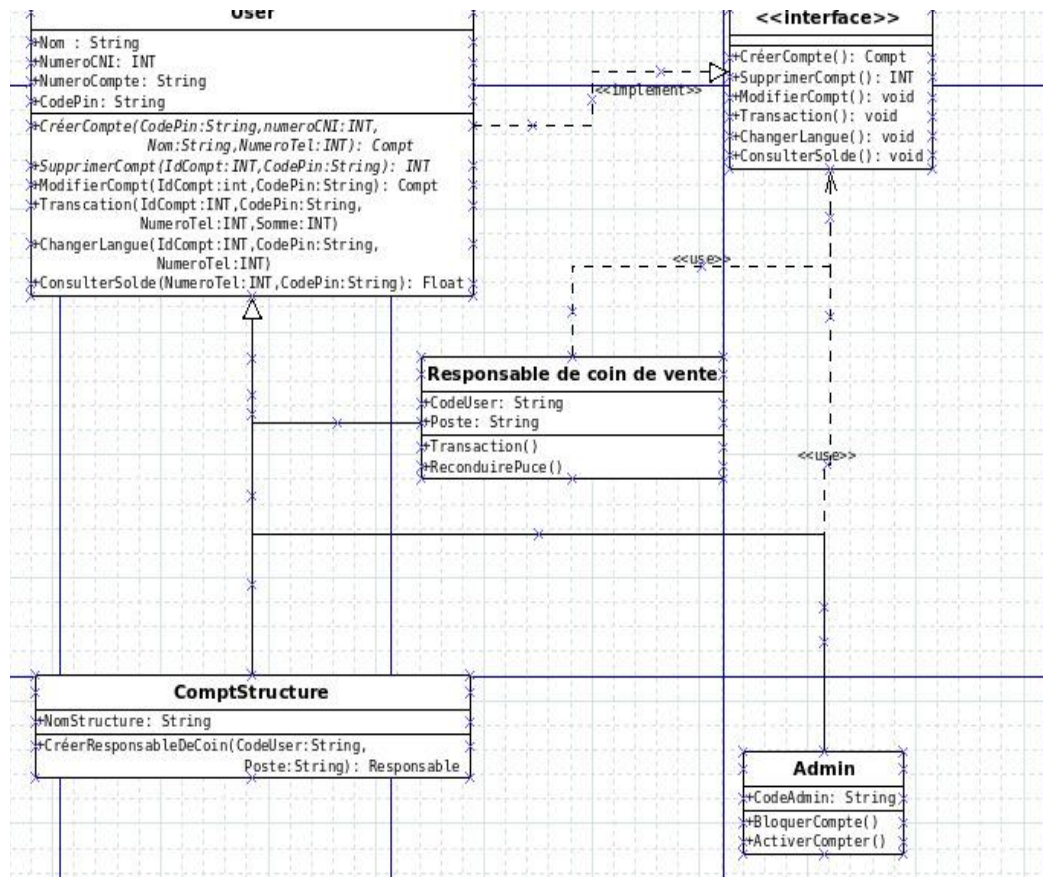
The page above is the registration page



The page above is the login page

5-class diagram

The diagram below shows us four classes including **user**, **Responsable de coin de vente**, **Admin**, **ComptStructure** and an interface **<<interface>>**. The user class is the parent class from which all the other classes inherit and **<<interface>>** is the interface common to all classes.



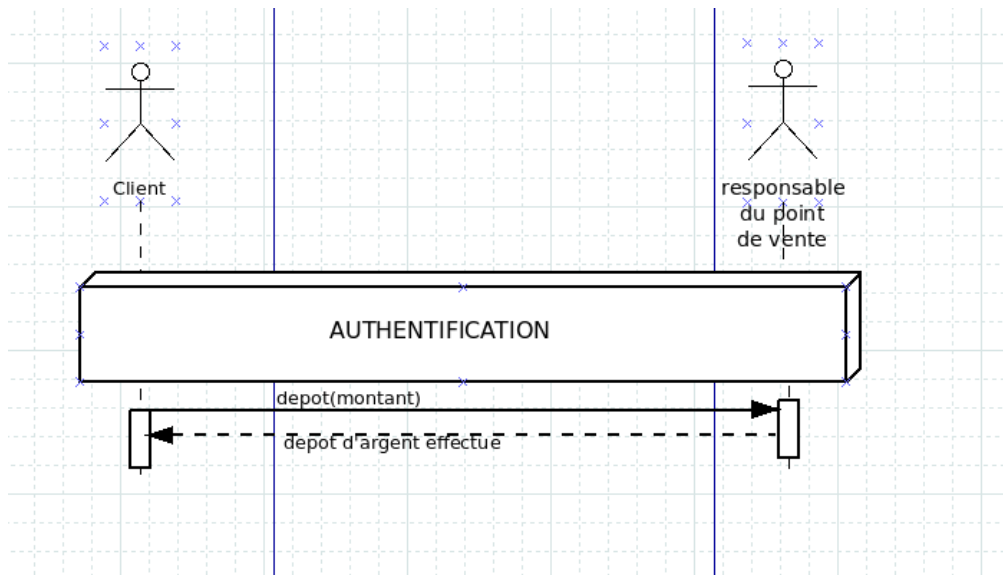
III-IMPLEMENTATION

1-Development Tools

To make our software we use the following tools:

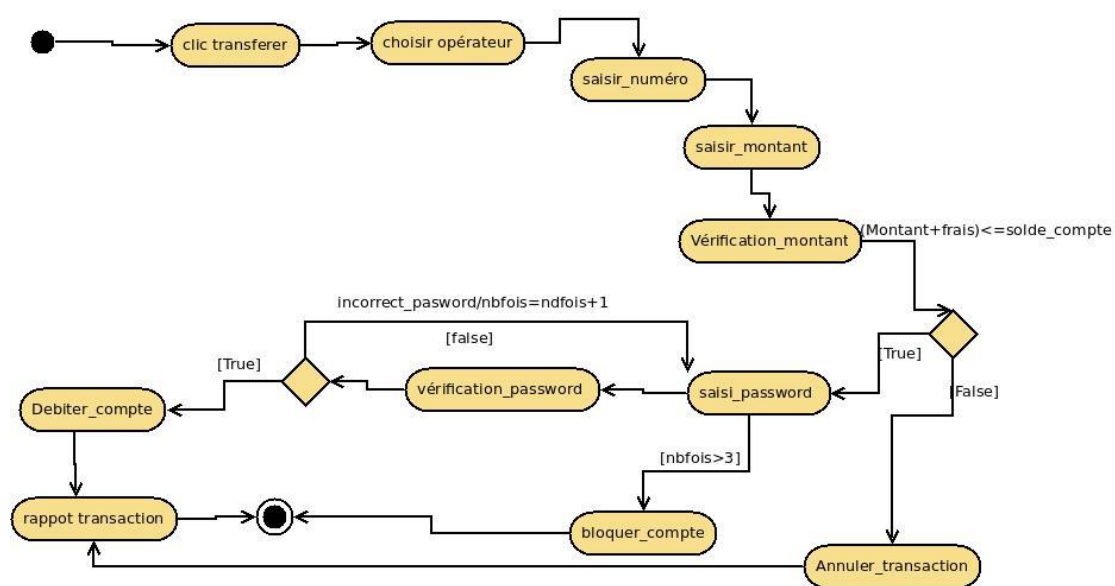
- **development environment:** operating system **Ubuntu**
- **Test editor:** visual studio code
- **IDE:** **IntelliJ IDEA** used for the implementation
- **modeling tool:** **DIA** for the modeling of the different diagrams
- **programming languages:**
 - java Spring:** framework for a backend
 - React Js:** for the front-end

-money deposit sequence diagram: the initialization of the money deposit requires first the authentication of the **client**. Once the authentication is done, **the client** interacts with the **responsable de coin de vente** by specifying the amount of money he wishes to place in his account then, the **responsable de coin de vente** validates the deposit



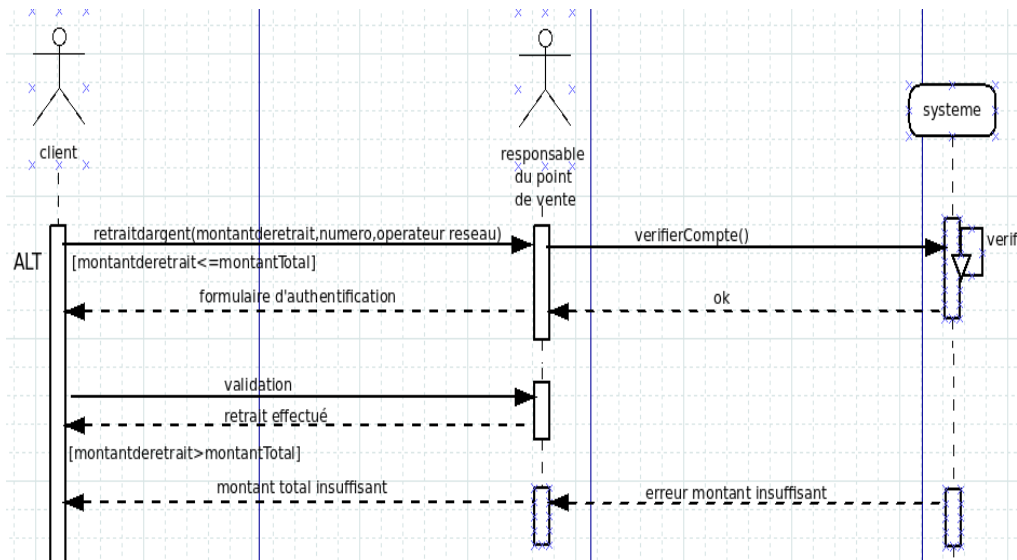
4-activity diagram

-activity diagram of withdrawal

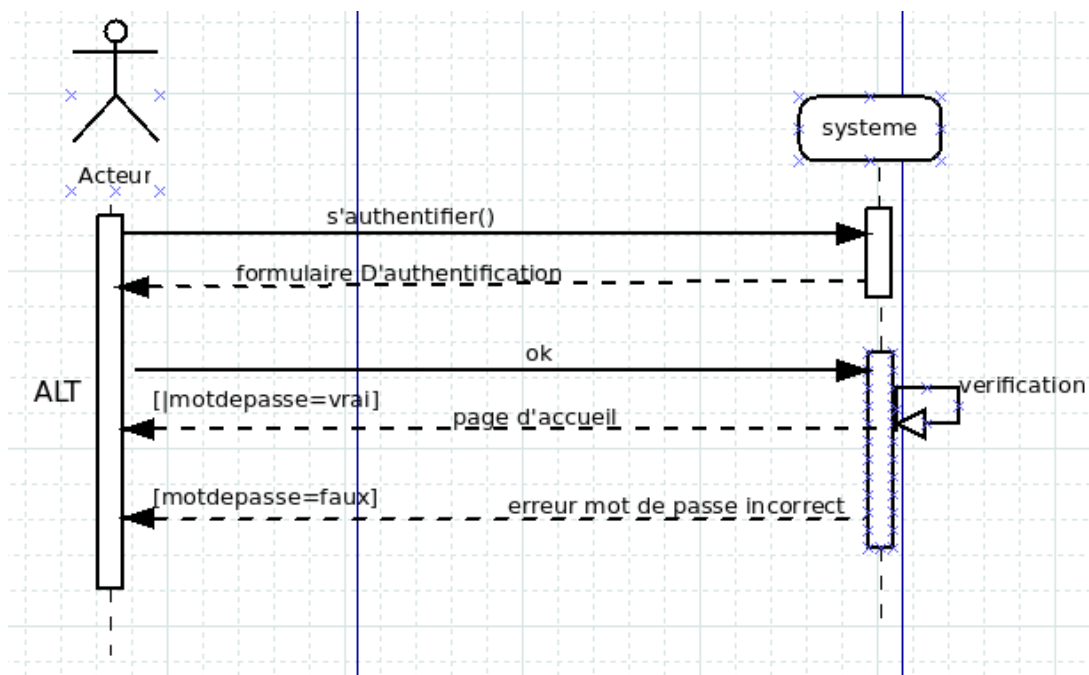


3-sequence diagram

-cash withdrawal sequence diagram: the withdrawal of money involves the customer, the sales corner manager and the system. The *client* requests a withdrawal of money from the *responsable de coin de vente* by specifying his information, and the *responsable de coin de vente* will in turn interact with the *systeme* in order to verify his account; if his information is correct and that the amount of his account is sufficient the withdrawal is accepted otherwise the withdrawal is refused

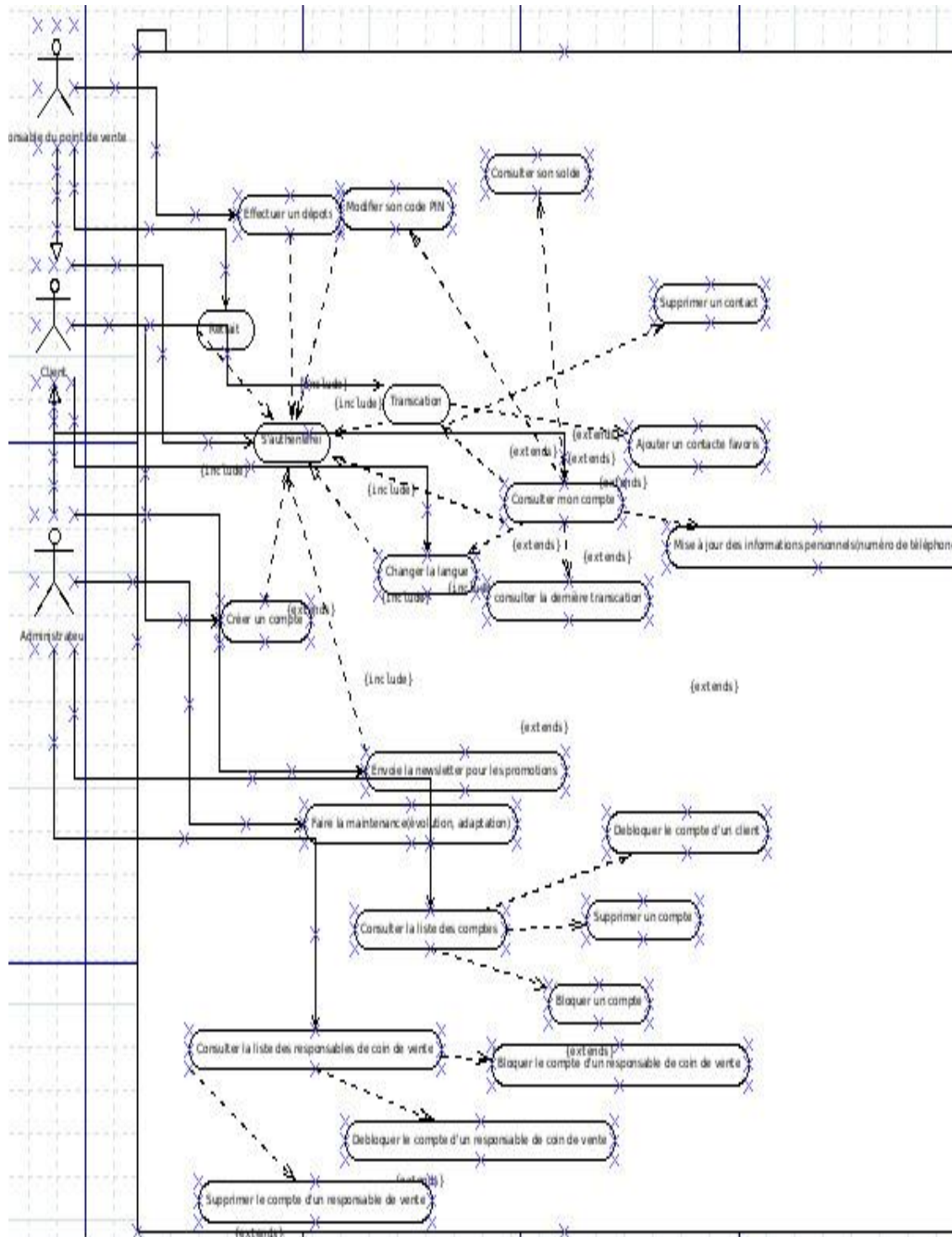


-sequence diagram for connection: to authenticate, the customer must complete the authentication form, then, the system will verify his information. If his information is correct, the system displays the home page, otherwise the system displays an error message



2-uses cases diagram

The use case is: made up of four actors including **the customer, the sales corner manager, the account of a structure and the administrator**. Each actor has very specific use cases but all are customers beforehand and therefore, they all inherit the client's functionalities.



-a structure (compte structure): these are organizations to which the customer transfers money to pay his bills, such as ENEO for example. The use case of a structure:

- This is a customer type
- consult the list of deposits and money transfer to his account

-the administrator: this is the application manager, the use case of the administrator:

- create accounts
- send newsletters
- consult the list of accounts
- block an account
- unblock an account
- delete an account
- consult the list of sales corner managers

Functionnals specifications :

- ❖ Authenticate ,create an account
- ❖ make a money transfer
- ❖ change your pin code or change the language
- ❖ add or delete contact
- ❖ update information
- ❖ block,unblock or delete an account
- ❖ make a withdrawal or deposit of money

Non-functionnals specifications

- ❖ Security of data
- ❖ Fiability
- ❖ maintainability

I-INTRODUCTION

Our software is a simulation of the MTN mobile application. It is a software that has several features and facilitates money transfers, deposits and withdrawals. As motivation, we will first detail the modeling and the design of our software, then its implementation and finally the various tests that have been carried out.

II-MODELING AND DESIGN

1-Actors

There are several types of users involved in the software, in particular:

-**the customer** (le client): this is a normal user who has access to all the services of the application, once registered and connected. The use of the customer are:

- Authenticate
- make a money transfer
- change your pin code
- change the language
- consult his account
- change your pin code
- add a favorite contact
- delete contact
- update his information

- **The person in charge of the point of sale** (responsable du point de vente): who acts as an intermediary for the operations of deposit and withdrawal carried out by the customer. The use of the person in charge of the point of sale is:

- This is also a customer type
- acts as an intermediary between the system and the customer for the withdrawal of money
- acts as an intermediary between the client and the system for the deposit of money

DETAILED PLAN

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ASSURANCE DE QUALITE

THEME : IMPLEMENTATION OF A
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groupe2

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